

**What is claimed is:**

1. A gaming machine with which a combination-making game is performed, the combination-making game comprising a plurality of winning combinations, wherein a disbursement number is  
5 determined for each winning combination, the gaming machine being characterized in paying out as many game media as obtained by multiplying a corresponding disburse number and a bet number a player bet when the corresponding winning combination is formed, the gaming machine comprising:

10 an operating means for allowing the player to conduct an operation to increase the bet number;

a detecting means for detecting the operation through said operating means;

15 a disbursement number change means for changing each disbursement number so that an amount order of disbursements by the gaming machine is changed as said detecting means detects the operation; and

a determining means for determining each disbursement number for a respective winning combination.

20 2. The gaming machine according to Claim 1, wherein said operating means becomes operative when the player loads game media, or for a predetermined number of times or for a predetermined period of time during the combination-making game that is carried out  
25 in the gaming machine.

3. The gaming machine according to Claim 1, wherein said

determining means determines whether increasing, decreasing, or maintaining said each disbursement number for the respective winning combination.

5           4.     The gaming machine according to Claim 2, wherein said determining means determines whether increasing, decreasing, or maintaining said each disbursement number for the respective winning combination.

10           5.     A gaming machine with which a combination-making game is performed, the combination-making game comprising collecting a predetermined number of dealt elements so as to make at least one of winning combinations with respectively different ranks; and determining win/loss of the combination-making game based on a  
15 corresponding rank, the gaming machine comprising:

          a bet operating means for allowing a player to conduct an operation to bet game media;

          a drop operating means for allowing the player to drop the combination-making game;

20           an operation detecting means for detecting that said bet operating means or said drop operating means is operated;

          a disbursement multiplication factor changing means for determining a multiplication factor of disbursement by a lottery independently from the respective rank having previously been  
25 allocated to each winning combination as said operation detecting means detects; and

          a disbursement number determining means for collecting game

media bet by a dropped player and determining a disbursement number obtained from a bet number of game media a winning player bet and the multiplication factor of disbursement.

5           6.     The gaming machine according to Claim 5, wherein the combination-making game is played by a plurality of players including a dealer set by the gaming machine.

          7.     The gaming machine according to Claim 5, wherein said  
10 gaming machine comprises:

        a server being composed of said disbursement multiplication factor changing means and said disbursement number determining means;

        a game terminal being composed of said bet operating means,  
15 said drop operating means, and said operation detecting means;  
and

        a communications means including a communications line for connecting said server to said game terminal.

20           8.     A server for controlling a gaming machine with which a combination-making game is performed, the combination-making game comprising a plurality of winning combinations, wherein a disbursement number is determined for each winning combination, the gaming machine being characterized in paying out as many game  
25 media as obtained by multiplying a corresponding disburse number and a bet number a player bet when a corresponding winning combination is formed, the server comprising:

an operation detecting means for detecting that the player operates to increase said bet number;

a disbursement multiplication factor changing means for changing each disbursement number so that an amount order of  
5 disbursements by the gaming machine is changed as said operation detecting means detects an operation; and

a disbursement number determining means for determining each disbursement number for each winning combination.

10 9. A program in which a combination-making game is performed, the combination-making game comprising a plurality of winning combinations, wherein a disbursement number is determined for each winning combination, the gaming machine being characterized in paying out as many game media as obtained by  
15 multiplying a corresponding disburse number and a bet number a player bet when a corresponding winning combination is formed, the program comprising:

detecting that the player operates to increase said bet number;

20 changing each disbursement number so that an amount order of disbursements by the gaming machine is changed as the detecting means detects an operation of the player; and

determining each disbursement number for each winning combination.